

Cédrick P

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EDUCATION

Algonquin College

Advanced Diploma of Applied Arts, Game Development

Ottawa, ON

Cumulative GPA: 3.18

- Dean's List, Focus: C++, Unreal Engine, Gameplay Systems...

EXPERIENCE

Algonquin College – Capstone Studio (CtrlAltElite)

Game Developer

Ottawa, ON

Sep 2024 - Apr 2025

- Developed player mechanics and UI using Unreal C++ and Blueprints.
- Implemented cinematic systems with Sequencer.
- Showcased the game for the public to test every week at the Canadian Aviation and Space Museum.

AMJ Campbell Moving

Mover Helper

Northbay, ON

Jun 2025 - Nov 2025

- Supported moving crews with loading, unloading and organizing residential and commercial shipments.
- Worked closely with the driver and team to complete time-sensitive moves safely and efficiently.
- Maintained strong physical endurance, attention to detail and adaptability to all surroundings.

McDonald

Crew Trainer

Ottawa, ON

Aug 2022 - June 2025

- Performed duties which included managing Martin Brower inventory deliveries, food preparation, cooking and providing efficient front-line customer service.
- Led training by mentoring new crew members on operational procedures, teamwork and efficient service.
- Multi-task in fast-paced settings by maintaining high service standards.

PROJECTS

- **Discord Music Bot (Node.js, SQLite)** - Built a scalable bot using sharding to handle multi-server load efficiently, and managed audio streaming optimization along with persistent data storage to ensure reliable performance.
- **Portfolio Website (React, Three.js)** - Designed and developed an interactive 3D portfolio using React and Three.js, enhancing project presentation through real-time rendering and immersive user interaction.

CERTIFICATIONS

IBM - Developing Back-End Apps with Node.js and Express

2026

- Built server-side Node.js apps using Express and npm, handling asynchronous operations.

IBM - Developing Front-End Apps with React

2026

- Developed interactive front-end apps with React using components, hooks, and Redux.

IBM - Getting Started with Git and Github

2026

- Managed code and collaboration with Git and GitHub using branches, PRs, and merges.

IBM - Introduction to HTML, CSS & Javascript

2026

- Created interactive web pages with HTML, CSS, and Javascript.

Unity - Certified Associate: Programmer

2025

- Applied Unity skills in programming, UI, scene management, prefabs and asset integration.

Unity - Certified User: Programmer

2022

- Built interactive Unity content for games and real-time applications.

SKILLS

- Workplace Skills: Teamwork, Communication, Time Management, Problem Solving, Adaptability, Task Prioritization, Customer service, Troubleshooting, Multitasking
- Languages: C++, C#, Node.js, Javascript, Java, Python, NetLogo, JSON, SQLite3, Win64, OpenGL, GLSL, bgfx, Lua, Three.js, React, Tailwindcss, CSS, HTML
- Games Engines: Unreal Engine, Unity, Godot